

Svengali Magic Deck

Complete Routine With Patter

Not a List of Card Tricks, but a
**COMPLETE ROUTINE, WRITTEN SO THAT
ANYONE CAN DO IT**

Price — Two Dollars — Postpaid
COMPLETE
WITH SVENGALI MAGIC DECK

WAHL MAGIC CO.
6507 Woodland Avenue
Philadelphia, Pa.

SECRET OF THE SVENGALI DECK

In this mechanical deck every other card is identical. These trick cards have been cut slightly shorter than the other cards and have also been lightly painted with a transparent solution of diachylon in order that they will adhere slightly to the other cards; because the trick cards are cut a little shorter, they miss your thumb when the deck is riffled, and because they have been treated with an adhesive chemical, they stick to the back of the ordinary cards, thus being completely hidden from view.

REMEMBER — Always replace (trick) card in same position in the deck should it be removed for any reason; also tap the deck on the end to even it up; it operates more smoothly when this is done. When cutting the deck, hold it in the left hand, completing cut at any desired point, this assures a short (trick) card always being left on the top of deck and an indifferent one on the bottom.

ROUTINE OF THE SVENGALI DECK

First tap end of the deck on table to even it; hold sides of the deck near bottom with left hand. Next, place index finger of right hand at face of the pack, bending pack backwards, allowing cards to riffle past finger. This shows the characters of all the long cards and shows it to be apparently an ordinary deck. Repeat this operation, but this time request someone to insert his finger in the pack as cards are riffled and remove cards from deck which he is touching on the back, showing it to the audience as he does so. Naturally, because the trick cards are shorter, they miss your finger and fall with the long cards, making it impossible

for anyone to select anything but a trick card from the deck; hold the deck separated at the spot from which card was removed until it is returned to same spot. Now cut the deck (observe previous directions for cutting) two or three times and announce that you will change the card at any number in the deck to the selected card. If an odd number, such as 15, is called for, count off 14 cards and tap fifteenth card with your finger, as if this were necessary to change it into the selected card, then turn it over and reveal to the audience that it is the correct card; if an even number should be called for, count off to the given number and show the next card. Be careful in counting, not to disturb the order of the cards, as every other card must be the trick card, starting with the top one. After the card has been shown at a selected number, replace remainder of cards on top, then state you will have chosen card travel through deck to the top; even the deck up, place index finger of the right hand in centre of top card, with the thumb at one end, second and third finger at other end of card; lift it up and display it, bending it slightly backward when doing so. By following this instruction you will then lift TWO cards instead of one, as the trick card is shorter it is impossible to lift it off alone. After showing, replace on pack, snapping the top card sharply and sliding it off. (Trick) card will apparently have traveled through the top of pack, as you announced. Cut the deck.

PATTER—("Believe it or not, that card is a pretty good jumper for a little bit of a card, all things considered.")

Square the deck up; lift off top card, using method described above, being careful to keep trick card concealed. Show card; replace it on deck and ask someone in audience to place card beneath his hand. This time, slide off trick card for him to hold instead. Next, have member of audience select card from deck, replacing it in same spot. Declare that you will have selected card change places with card under person's hand, simply by tapping the back of his hand, then riffle the cards over from front to back, showing the different denominations of all LONG cards, proving selected card is apparently no longer in the deck. Turn over card that was held under spectator's hand and show it to be previously chosen card.

PATTER — ("All of which proves that the closer you watch, the less you see. The less you see, the better I like it.")

Even the deck by tapping it on the table. This causes all the short cards to be even at the bottom of the deck. Now turn the entire deck upside down and place a toothpick at the bottom of the deck and push it upwards. The toothpick will fit in between the long cards and push up the trick card.

Then explain an easier way is to command it to rise by itself, which it does, by holding the pack in the right hand, putting index finger in centre of back card and pushing up slowly. This gives impression that card is rising automatically.

PATTER—("Why the card comes up just as if it were seasick.")

Cut the deck and cover the end with a piece of paper and have knife inserted in pack. The trick card will always be above or below the blade. If trick card is not above blade show lower card, and vice versa.

PATTER — ("Notice, it is not special paper—just a blank sheet, like the (your local paper). Next, my favorite trick—the pile trick.")

Place the deck on the table. Hold pack by end, between fingers and thumb of right hand. Now cut deck into three piles each, holding balance of deck in your left hand. When cutting deck, bend one end of the card slightly upwards, thus making sure you allowed a trick card to riffle past your thumb, to be the top card of each pile. Now show top card of each pile by actually cutting an apparently different card off top of each pile, actually lifting up two cards each time. Have audience choose pile they want card on. Now slide top card off and show it to have appeared as desired. Replace it and cover it with balance of deck you have in your left hand. Pick up whole pile and tap next pile with it. Next, run cards in hand over frontwards and show trick card to have disappeared and announce card is now on top of next pile. Show it the same way and repeat for third pile. Then cover third pile with remaining cards, held in your hand. Tap the top card showing selected card to have now traveled to top of deck, announcing the reason being that every card has now changed into the same card, at the same time proving it by taking the top card and placing it on bottom. Now hold the deck and riffle cards from BACK to FRONT, proving your statement. (This way, only the short cards are seen.) Ask someone to take off top card and examine it. (It will be a different card, because you have previously transferred the short card to the bottom.) When they say it is not the (trick) card, you agree and say not only that, but it is only an ordinary deck, anyway, proving your words by now riffing cards from FRONT to BACK, again showing all the different (long) cards.

PATTER—("The — card (selected) disappears like my queen did last night when I spent all my money—a whole dime.")

A FEW IMPROMPTU TRICKS THAT YOU CAN PERFORM THAT WILL ALWAYS COME IN HANDY

(1) Have card selected, as described above. Replace in same place; cut deck several times. Now lift off top TWO cards as ONE and ask if that was selected card. On being told no, replace cards and state you will change it into selected card by sliding it through deck sideways. This time slide off TOP (trick) card and casually slide it through deck, showing it to be the selected card.

(2) Place the deck in a friend's pocket, face of the deck towards his body. Ask him to remove one card quickly. He will always pull out the selected card.

(3) Announce that through mental suggestion you can compel anyone to say "Stop" at any time you come to a certain card. Merely riffle the cards as instructed; stop when you are asked to do so and you can announce the card underneath your thumb before it is withdrawn.

(4) Reverse the top card and cut the deck. Have a card taken and replace in the deck. Then command the card to turn around in the deck.

(5) To prove you have no connection with the pack, hand it to one of the spectators, instructing him to riffle the cards, and step over to another spectator, allowing him to select a card. The effect is a surprise to the party in the first row (one who knows it all) and is especially advised for a quietus.

(6) As deck is taken from the box, leave the top (trick) card in box, then riffle deck over. Have card selected, noted and replace in same place. Then tap deck on the box and announce you will have card selected return inside box—run cards over again, etc. Selected card will have apparently disappeared; open box and produce card.

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